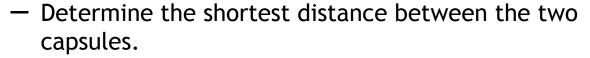
Media Design School:: Bachelor of Software Engineering:: GD2P02

Exercise 003.1 - 2D Capsule vs 2D Capsule

- Closest point to line segment
- User can define two capsules:
 - Defining a new capsule:
 - First Click: Center of one end.
 - Second Click: Radius of the end.
 - Third Click: Center of the second end.



- Allow the scene to be reset:
 - The R key.

